A B C D E F G H I J K L M N
O P Q R S T U V W X Y Z

Elfin

Place # elfinkaze, with their Glidebomb side face up, on top of this unit or spire at the start of each Onslaught Phase or when this unit becomes active.

Range

This unit attacks and retaliates from up to # hexes away.

Roost

Any number of elfinkaze may share a hex with this unit or spire by moving onto it. When elfinkaze move off of this chip, they assume # as their movement stat. When this unit or spire moves, elfinkaze on it are moved with it.

Tracker

Talent does not trigger for AI units.

Air Defense

This unit or spire can attack units with Flying. Spires will prioritize attacking Flying units if there are multiple possible targets of the same priority level.

Anarchy

Before this unit's movement each turn, roll the D6. On a 5 or 6, discard this unit.

Anti-Brawnen

If the brawnen faction would select this unit for deployment, discard it and replace it with the top merc minion from the market stack.

Anti-Heirs

If the heir faction would select this unit for deployment, discard it and replace it with the top merc minion from the market stack.

Armored

When this unit is attacked, reduce damage by 1.

Assault

When this unit attacks a spire, remove the bottom upgrade before dealing damage.

Assimilate

Players do not gain Source rewards for any units they defeat within 2 hexes of this unit.

Assist

This unit starts with an attack upgrade. It will end its movement adjacent to a friendly unit if it is able to do so while adhering to AI movement rules. When an adjacent friendly unit defeats an opposing unit or spire, this unit gains an attack upgrade.

Battle Hardened

When this unit is attacked by a spire, reduce the damage dealt by 2.

Breakneck

This unit must make as much progress as possible when moving. During its movement, this unit may pass through units, spires, and landmarks but cannot end its movement on an occupied hex.

Build Waygate

Talent does not trigger for AI units.

Builder

Before or after this unit's movement, if it is adjacent to a Source well, its faction will construct a dispatch platform on that Source well. If this unit is on its basic side, return it to its barracks. If it is promoted, flip it to its basic side.

Burrow

Leaves group if grouped. After this unit's movement, if it has less than its full health, remove all of its health and place it on any adjacent non-path hex, ignoring terrain type. It is now inactive. At the start of its faction's next turn, this unit flips over, recovers its full health and takes its turn normally.

Call Minion

Talent does not trigger for AI units.

Camouflage

Units and spires must be adjacent to this unit or spire in order to attack it.

Capture

After this unit defeats an opposing faction minion, place that minion beside this faction's fortress. When the minion's controlling faction damages this faction's fortress gate, return the minion to its barracks. This faction can have a maximum of 3 minions captured from each faction at a time.

Challenge

If an opposing hero is within 3 hexes of this unit, any attack that hero makes must be against this unit.

Channel

Talent does not trigger for AI units.

Collapsible

This chip does not prevent an earthscape from being placed on this hex. If an earthscape is placed on this chip, return it to its barracks.

Connected

Add +1 to this spire's upgrade capacity for each other spire with Connected in play, up to a total capacity of 5.

Consume

Before or after this unit's movement, if it is adjacent to an opposing hero with 2 health or fewer, it defeats that hero. Then, flip this unit and remove its upgrade chips.

Cover

When a taproot is adjacent to this spire, the damage dealt by an attack on the taproot is reduced to 1.

Creep

Talent does not trigger for AI spires.

Crush

During its movement, this unit will displace opposing faction units that have less health than it does, if it is able to do so while adhering to AI movement rules. It deals 2 damage to each unit it displaces.

Degradation

After this spire attacks, remove its bottom 2 upgrades.

Desolate (was Desolation)

This chip does not prevent an earthscape from being placed on this hex. If an earthscape is placed on this chip, remove this chip from play.

Detonate

When this unit is defeated, all units, spires, and fortress gates adjacent to this unit take 2 damage. Then, adjacent spires take an additional 1 damage.

Devoted

Talent does not trigger for AI units.

Dexterity

If damage from a retaliating unit would defeat this unit, instead reduce the damage to 0.

Dig

Talent does not trigger for AI units.

Directional Attack

Talent does not trigger for AI spires.

Dodge

If damage from an attacking or retaliating unit would defeat this unit, instead reduce the damage to 0, and do not retaliate. Remove all upgrades from this unit and flip it to its basic side, keeping its current health.

Eager

When this unit attacks a minion, displace the minion prior to dealing damage.

Embolden

If this unit is defeated while grouped, the newly revealed unit immediately moves and attacks. This does not count as the newly revealed unit's movement or attack for the turn.

Engage

Units able to attack this landmark must do so.

Entropy

If this unit's health is reduced to exactly 1, it does not retaliate and defeats itself immediately, dealing 2 damage to all adjacent non-naroran units.

Evasive

When attacked by a unit with Range, reduce the damage dealt to 1

Evoke

After this unit is reduced to exactly 1 health, summon the unit stated in the Prep Phase section for this wave. If the unit to be summoned is unavailable, summon the next available unit in this list: grizzled oak, ogregrowth, treed, vineherald, war briar. The unit is summoned on its basic side and placed on the closest path hex to this unit. The summoned unit does not move this turn.

Exposure

Units may move onto this chip as if it were a path hex. When a non-griege unit moves onto this chip, deal 1 damage to it.

Fair Fight

This unit's attack stat is equal to that of the unit it is attacking or retaliating against.

Flying

This unit can only be attacked by units or spires with Air Defense or Flying. Other units may displace this unit.

Fury Kick

When this unit attacks, it deals damage to all opposing units adjacent to it. Only the target unit retaliates.

Glidebomb

After this unit uses Roost Roam to move, it is defeated. It deals 2 damage to all adjacent units, fortress gates, and spires.

Healing

At the start of this faction's turn, this unit recovers 1 health.

Hunter

When attacking a landmark, this unit deals +1 damage.

Immolate

If this unit is adjacent to an opposing fortress gate at the end of its movement, it deals damage equal to its current health to all adjacent units, spires, and the fortress gate. Then, it is defeated.

Impale

At the end of this unit's movement, deal 1 damage to all adjacent opposing units it was not adjacent to prior to moving.

Improve

The first time each wave that this unit ends its movement adjacent to a friendly spire, it add an attack upgrade to the bottom of that spire, ignoring upgrade capacity.

Incorporeal

This unit will pass through opposing units if able to do so while adhering to AI movement rules. Opposing factions will lose 1 Source for each of their units that is passed through.

Innovative (was Pilotable)

This unit ignores "ungrouped only" text on its other talents.

Invigorate (was Sacrifice)

Grouped only. When this unit is defeated, promote the newly revealed unit grouped under this one.

Leech

After this unit attacks or retaliates, it recovers health up to the amount of damage dealt.

Lone Wolf

Talent does not trigger for AI units.

Lookout

Talent does not trigger for AI units.

Marooned

This spire does not grant influence.

Matter Distortion

Talent does not trigger for AI units.

Mining

Talent does not trigger for AI units.

Morale

Talent does not trigger for AI units.

Multi-Target

When this spire fires, it rolls its spire attack dice once and applies the damage to all of the current player's units within its range.

Naroran Rift

Naroran units may move onto this chip as if it were a path hex. Units that move onto this spire are teleported to another chip or spire with Naroran Rift or Riftwalk, if able. If the destination chip is currently occupied by another unit or group of units, those units are defeated. AI units will use Naroran Rift in their movement if doing so would result in greater progress being made than not using it, and if they have enough movement to move off of the chip they teleport to.

Neglected

If forsaken are the only minion type in play, the wave ends. The forsaken stay in play.

Overload

AI units do not trigger this talent.

Pacify

If this unit cannot damage an opposing faction unit, spire, or fortress gate with its attack and is adjacent to a landmark minion, it discards the landmark minion instead of attacking.

Peaceful

This unit can only be damaged by merc units and merc spires. Other units may displace this unit.

Pistoleer

If there are no adjacent units, spires, or fortress gates that this unit would damage with its attack, it will attack an opposing unit 2 hexes away if possible. If it does, flip this unit to its other side and remove an upgrade. Upgrades are removed in the following preference order: fortification, range, attack.

Poison

When this spire or unit makes a successful attack or retaliation that would remove health from a unit, the attack instead removes half of the unit's existing health, rounded down. If this unit or spire has an attack stat of *, its attacks and retaliations are always considered successful.

Possess

Leaves group if grouped. After or instead of this unit's movement, if it is adjacent to an ungrouped opposing faction minion, place it underneath that minion. This AI faction now controls that minion. When the controlled minion loses health or is defeated, this unit loses health or is defeated instead. When this unit is defeated, return control of the opposing minion to its owner.

Precious

If elfinkaze are the only minion type in play, the wave ends. Remaining elfinkaze are returned to their faction's barracks.

Prepared

When this unit is dealt retaliation damage by another unit, reduce the damage by 1.

Press Gang

When defeated, place this unit back in its barracks.

Prophesy

Opposing factions are not awarded Source for defeating this unit. If this unit is defeated by an opposing faction, that faction loses Source equal to this unit's Source reward.

Quantum Dark

After or instead of this unit's movement, if it is adjacent to an opposing spire with 2 or fewer upgrades, this unit is defeated. Then, replace the opposing spire with a monolant spire from its barracks, keeping the upgrades from the replaced spire. If a monolant is not available, instead replace it with a refractor.

Queen's Blood

Talent does not trigger for AI units.

Quick Counter

When this unit is attacked by an adjacent unit, this unit deals its retaliation damage first. If the attacker is not defeated, it deals its attack damage as normal.

Quick Strike

This unit attacks prior to spires firing.

Rally

When this unit defeats a unit or spire, all heir minions within 2 hexes of this unit are promoted.

Ram

When this unit attacks a spire with an attack upgrade, instead of dealing damage, it removes the topmost attack upgrade from the spire.

Raze

At the start of this faction's turn, this spire will attack a spire or fortress gate within its range if possible. If it has multiple target options, its attack priorities are an opposing fortress gate first, or, if that is not in range, the opposing spire with the fewest upgrades. After this spire attacks a fortress gate, remove its bottom upgrade.

Recruiter

Before or after this unit's movement, if it is adjacent to a landmark minion, this unit's faction gains control of that minion. The controlled minion moves this turn.

Refinery

Talent does not trigger for AI spires.

Relentless

As this unit's retaliation, roll the spire attack die to determine how much damage it deals. Continue rolling the die until you roll a blank or a 2. Then, deal damage equal to the total amount rolled.

Repeater

Once per turn. After this spire attacks a unit but does not defeat it, it makes an additional attack.

Riftwalk

Units may move onto this chip as if it were a path hex. Units that move onto this chip are teleported to another chip with Riftwalk. If the destination chip is currently occupied by another unit or group of units, those units are defeated. AI units will use Riftwalk in their movement if doing so would result in greater progress being made than not using it, and if they have enough movement to move off of the chip they teleport to.

Rigging (was To Base)

Talent does not trigger for AI units.

Riposte (was Rebuff)

When this unit would retaliate, if its retaliation would not defeat the attacking unit, it instead recovers health equal to the damage dealt by the opposing attack.

Roost Roam

This unit does not attack. Its movement stat is the Roost value of the chip with which it most recently shared a hex. It will use any amount of its movement to get adjacent to an opposing hero. Otherwise, it does not move from its Roost. If this unit has multiple hexes it can move onto, it will move to the hex that is adjacent to as many opposing units as possible. If this unit starts a turn off a Roost because its Roost was defeated, it will move adjacent to an opposing hero if possible. If it cannot, it will move adjacent to the closest opposing minion or spire.

Rooted

If this unit is adjacent to a spire and can make an attack that deals damage without moving, it does not move this turn. It must move on the next turn in which it can make progress.

Run Silent (was Stealth)

Talent does not trigger for AI spires.

Save

Talent does not trigger for AI units.

Scatter

Grouped only. After this unit's movement, if it is adjacent to an opposing unit or spire and a valid hex, it will leave its group. Place it on the valid adjacent hex and reveal the next unit in the group.

Secret Passage

AI units do not attack or use this landmark.

Self Destruct

At the start or end of this faction's turn, if doing so would defeat at least 1 opposing unit or spire, it will defeat itself and deal 2 damage to all adjacent opposing units and spires, plus an additional 2 damage per upgrade on this unit.

Silencer

If this spire rolls a miss or a 2 on any of its attack dice, its target cannot attack for the remainder of the turn.

Slap

This unit attacks and retaliates even if its attack stat is 0.

Snare

The movement stat of all opposing minions beginning their movement within this spire's range is reduced to 1.

Source Aura

After this unit's movement, it deals 1 damage to all adjacent opposing units and spires.

Sourcefield

Talent does not trigger for AI units.

Spawn

At the start of this faction's first turn during the Onslaught Phase, place a larva from its barracks on the valid adjacent path hex closest to its mark.

Spire Shot

Talent does not trigger for AI units.

Splash

When this unit or spire attacks, it will also deal 1 damage to all units adjacent to its target if doing so would damage at least one opposing unit.

Spyglass (was Shielded)

Flying units cannot attack this unit.

Stasis

Leaves group if grouped. After or instead of this unit's movement, if it is adjacent to an ungrouped opposing faction minion, it is placed on top of that minion. That minion becomes inactive. Any damage dealt to this unit is removed from the inactive minion's health. This unit must move off of the minion on the next turn in which it can make progress. It may not use Stasis that turn.

Stubborn

This unit cannot use Riftwalk.

Summon

After this unit is reduced to exactly 1 health, summon the unit stated in the Prep Phase section for this wave. If the unit to be summoned is unavailable, summon the next available unit in this list: grizzled oak, ogregrowth, treed, vineherald, war briar. The unit is summoned on its promoted side. Flip the taproot and group it under the summoned unit in the same hex. The summoned unit does not move this turn.

Survival

If this unit is at less than full health and would not be able to attack after moving this turn, it will not move or attack. At the end of a turn in which it does not move or attack, it recovers 1 health.

Swashbuckler (was Swordsman)

When this unit attacks, it will increase the damage dealt by 1 for each opposing unit adjacent to it if doing so will defeat its target. This unit does not level up from this defeat.

Swindle

When this unit attacks or retaliates against faction units, it does not deal damage. Instead, the attacked faction loses 1 Source for each damage that would have been dealt.

Tough

If retaliation damage dealt to this unit exceeds 2, reduce it to 2.

Toxic Fumes

When this unit is defeated, place a toxic fumes chip on its hex. A hex can contain multiple toxic fumes. At the end of the wave, return all toxic fumes chips to the griege barracks.

Toxic Secretion

If a non-griege unit moves onto a hex adjacent to this unit, deal it 1 damage.

Translocate (was Relocate)

Talent does not trigger for AI spires.

Transport

Talent does not trigger for AI units.

Unruly

Before this unit's movement each turn, roll the forsaken die and apply the result to this unit. If this unit is promoted, it will reroll the forsaken die if it rolls or on its first roll.

Unstable

Talent does not trigger for AI units.

Unstable Rift

When this chip is revealed, it defeats all units and groups of units adjacent to it. The revealing player gains Source equal to the current health of all destroyed units. Then, remove this chip from play.

Upgrade Plans

Talent does not trigger for AI spires.

Wallop

If this spire would attack an adjacent hero that it cannot defeat, it will forego its attack. It instead deals 1 damage to the hero and teleports it to a valid hex up to 3 hexes away from this spire that is as far from the hero's mark as possible. Then, flip this spire, keeping existing upgrades.

Waterwalker

If this unit can end its movement on a water hex while adhering to AI movement rules, it will do so. While this unit is on a water hex, spires cannot attack it.

Weak Point

Instead of attacking, this unit may remove the top two upgrades from an adjacent opposing spire.

Wind Turbine

Flying and Range are ignored for all units within this spire's range.

Yrtel's Way

Before or after this unit's movement, it if is adjacent to an opposing faction minion with equal or less health than it, it will return that minion to its barracks. Then, promote this unit. Minions returned this way are not defeated.

Yrtel's Will

Before or after this unit's movement, if it is adjacent to an opposing spire with at least 1 attack upgrade, it removes all attack upgrades from that spire. Then, flip this unit, removing any upgrades.

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